

A D V E N T U R E S O F LOLOO3

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Strategy Guide

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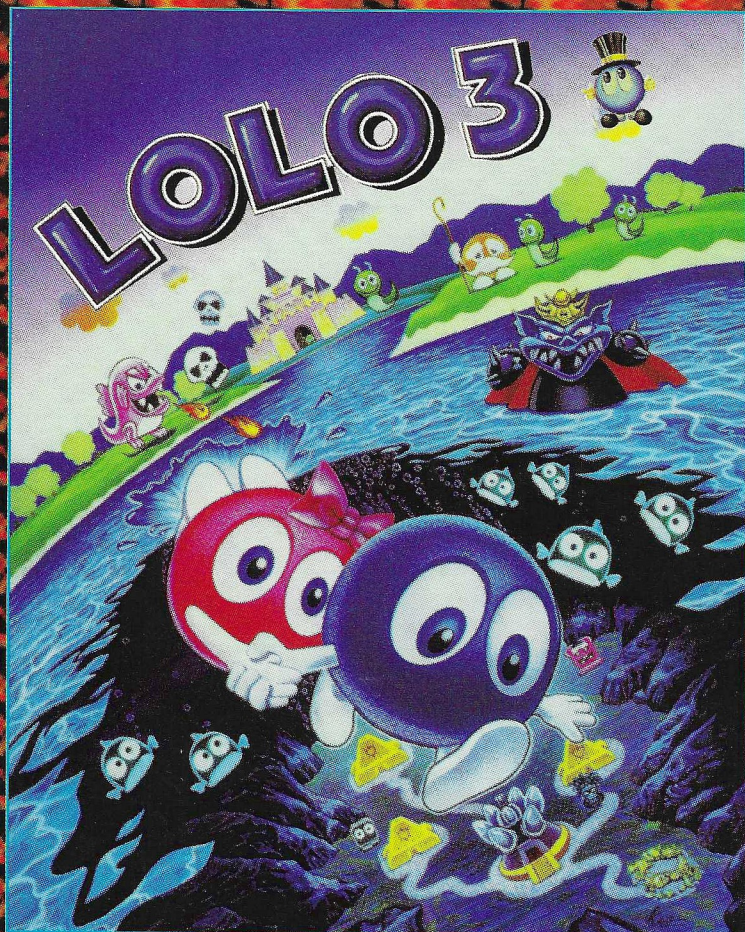
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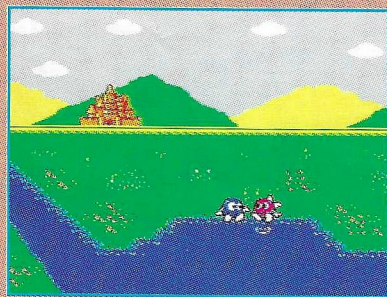


KAZ



The Adventures of Lolo 3 is the third installment in Hal America's smash hit series. Lolo 3 features 17 levels and 100 progressively challenging rooms. This time, the evil King of Eggerland has cast a spell of stone over the kindly citizens of Eggerland. Only Lolo and Lala escaped the tragedy. Now, together they must face some old and new enemies while they attempt to revive their people. A new feature in Lolo 3 is the ability to play as either Lolo or Lala. Of course, you are their only hope! Guide them through every level and prepare yourself to battle for your life!

THE STORY CONTINUES...



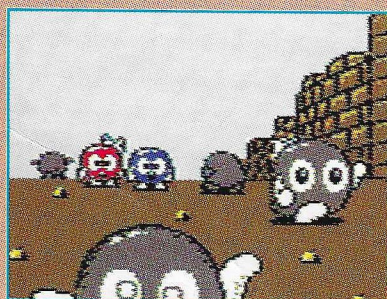
It was a beautiful day in Eggerland. Lolo and Lala were relaxing by the river...



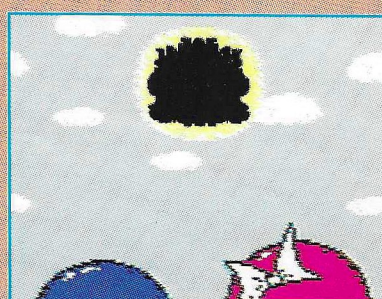
Suddenly, there was a flash of light! A towering figure waved a mighty hand...



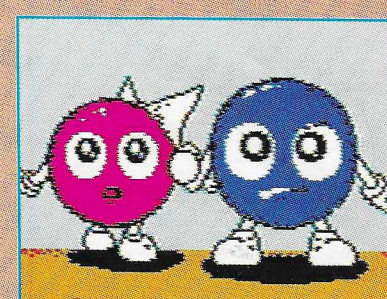
The good, kind people of Eggerland began to turn to stone! What will they do?



Upon seeing the light, Lolo and Lala promptly returned, but they were too late...



An abrasive roar of laughter rained down on them. It was the evil King of Eggerland!



Choking back tears and rage, Lolo vowed to rescue his people, and restore peace...

HUGE ENEMY BOSSES



SNAKEY



ALMA



ROCKY



LEEPER



SKULL



GOL



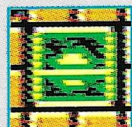
MEDUSA



DON
MEDUSA

Can you meet the challenge of these huge enemy bosses? Even though they look hard and mean, they aren't too difficult to beat. Every boss has a specific pattern they follow, so stop and learn their movements before rushing headlong into battle. Patience is the key.

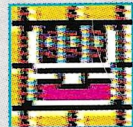
ITEMS AND POWERUPS



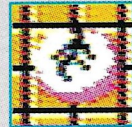
**Emerald
Framer**
Blocks
Enemies



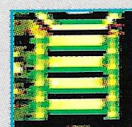
**Heart
Framer**
Hides
Powerups



**Jewel
Chest**
Clears
Screen



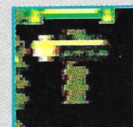
**Enemy
Egg**
All
Purpose



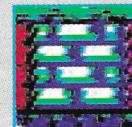
**Wooden
Bridge**
Cross
Gaps



**One Way
Pass**
Change
Arrows



**Rock
Hammer**
Break
Boulders



**Break
Tiles**
Cross
Twice



ENEMY HOLES

Whenever a level seems impassable or an enemy can't be blocked, an Enemy Hole is probably somewhere onscreen. Blast an enemy, then cover his spot with an object. The old enemy should appear in a new location, usually at the place you want it to be. Don't give up!



LOLO



LALA



GRANDPA



SNAKEY



GOL



LEEPER



ROCKY



ALMA



MOBY



SKULL



MEDUSA



DON MEDUSA



KING



MAGIC EGG



MAGIC KEY



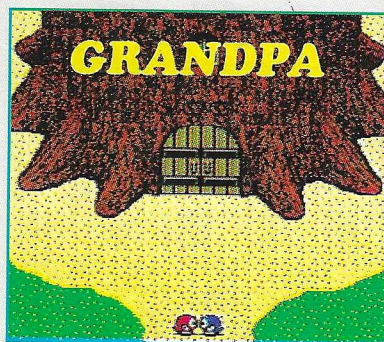
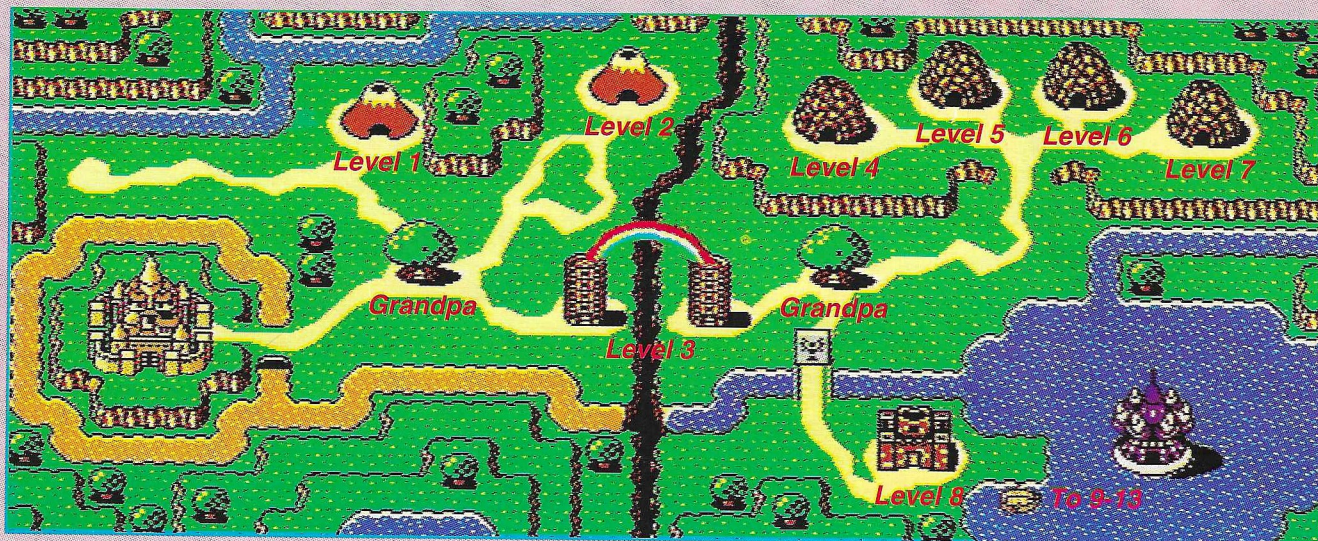
From here on it will be a test of your strength.



OLD WISDOM

Grandpa lives in the two large trees on the Overworld map. He can teach Lolo and Lala some new techniques and strategies to complete their honorable quest. If you can't solve any of the puzzles he gives to you, then he will finish them for you. Don't give up!

THE OVERWORLD



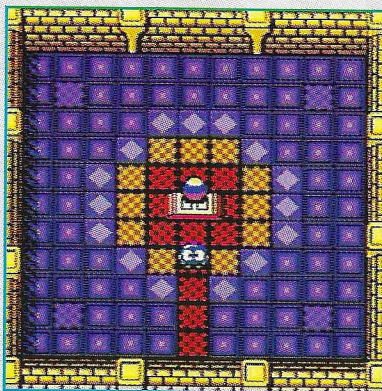
GRANDPA



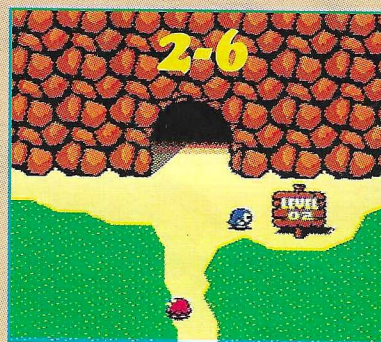
Visit Grandpa's house in the tree if you need any guidance or just want a break from it all. He will show you some techniques that are crucial to completing the levels. Listen to him and you will be fine. If you can't finish one of his challenges, Grandpa will do it for you!



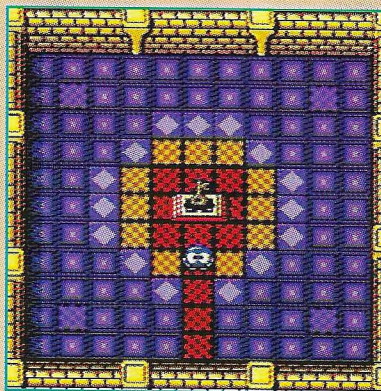
1-6



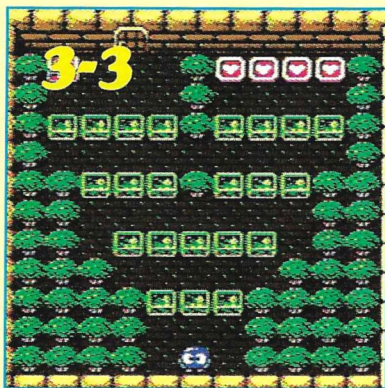
The areas in Level One are extremely simple. Just be aware that you must reach the Rainbow Egg to create the Rainbow Bridge on Level Three. Due to the simplicity of Level One, it should take no longer than five or ten minutes to reach the mystical Rainbow Egg.



2-6

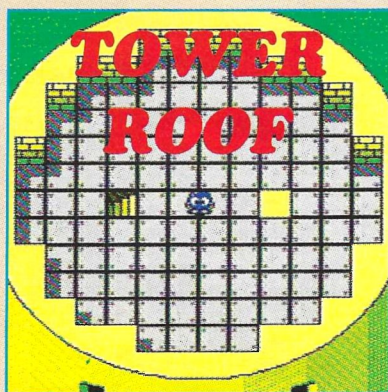


Level Two begins to implement some of the more difficult techniques, but not many. Again, like Level One, you should reach Area 2-6 in about five to ten minutes. This key is required to open the locked gate of Level Three. Just don't forget to locate the Rainbow Egg.



At the start, move the far right and far left Framers up a single space. Then

shove the middle Framer to the side. Next, move the left and right Framers to the side as well. Repeat the process until you reach the top! Be careful that you don't block yourself from leaving.



Whew! You are almost there. You've reached the top of the tower, but

you need to get to the other side. Stand on the yellow floor tile and you will automatically use the rainbow egg to create a beautiful rainbow bridge between the two towers. Level 3-6 will be a breeze.



Now, egg the other Snakey and quickly block the other Medusa. Without hesitation, run and grab the Heart and get back to the egg before it hatches. If your timing is too slow, the egg will have hatched and you will have to start all over, so don't dally!



If your timing is good, blast the egg and wait. Within seconds, the Snakey will reappear in its original position! Now you may egg the Snakey again and push it to a corner that only has one other Snakey (the upper right or lower left). Repeat with the opposite corner.

Timing is the key for this level. To finish this area, you will need to do the following maneuver twice; once for the lower left, once more for the upper right. To begin, egg one Snakey and block the Medusa as shown. The next part can get tricky!



The next problem is getting the last six Heart Framers. First, push a Framer up through the middle, and stop it below the chest. Egg a Snakey to the left and push it all the way to the left. Repeat with the right Snakey. You may now move freely at the top!



Now push the Framer back down the middle and block the Medusa at the bottom right. Repeat with the bottom left. Next, using the technique shown in area 3-3, push the two Framers in, egg the Snakey, and push the egg up. The last Hearts are yours!



Your first move will be to push the two Framers to the side two spaces.

Next, grab the middle Heart to get Magic Shots. Then egg the Snakeys and push them down. Grab the last two Hearts at the bottom and go to one of the Framers.



First, block this Medusa, and take an egg with you to block the one at the top.



Next, egg the top Snakey, push him to the right, and move down the middle. You must block the lower left Medusa. Egg the Snakey in the lower left and move him down.



Repeat the process on the lower right-hand corner, blocking off the Medusas you encounter along the way. The heart at the bottom center of the screen is the last one.



The trick to this level is moving the first Snakey. Put him next to the Medusa.



Now use the Snakey and Framer to the right to block the top Medusa. Grab the two Hearts in the upper right, then be sure to block the left side of the Medusa.



Finally, egg the Snakey, and push the egg into the water. You may now push the last Framer up to block the top of the left Medusa. When Snakey reappears, egg him to the left.



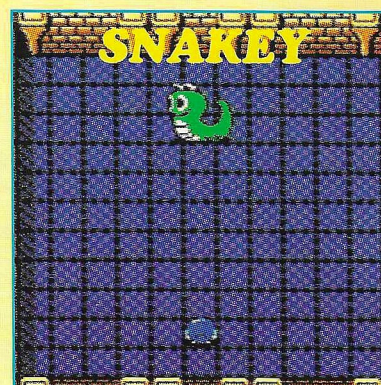
These eggs float for a while!! You must ride them to the Hearts.



Egg the other Snakey to ride to the remaining Heart. Be sure to go after the top one first unless you want to get nailed by the Medusas! Get off the egg when it stops moving!



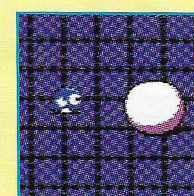
All that remains is to block the Medusas and the chest will be yours! You should have enough Magic Shots to move a Snakey in front of the lower left Medusa.



Looks like the Snakey has been eating his vegetables lately!! He's big, but slow.



Snakey merely follows closely behind you, and you're fast enough to outrun him. He is an easy target when he moves up and down. If you are persistent, you'll wear him down.



It's about time! Hit Snakey enough and he turns into an egg (although a humongous one). Keep hitting the huge egg to blast it off the screen and win!!



The first item of business, blocking the top Medusa heads.



Next, prepare to take on the Alma in the center. She'll move back and forth until you come near, and then she'll turn on the speed!! Egg her quickly, or you'll be flattened.



Don't worry. Once you've egged the Alma, you can trap her with a Framer! Now it's on to the home stretch. Grab the last Heart Framer and go to the jewel chest to exit.



Quickly snag the Hearts just inside the Alma pens and egg the Almas fast!



This Alma will get out of its pen after you grab the Hearts inside. Hide on the grass patches, then the Alma will run to the top of the screen and stay there.



Save the left-center Alma pen for last. This way, when you grab the last Heart, you can make a hasty exit to the chest, wiping out all the enemies in one swoop!



In this area, you will have to use a new technique. Using your magic shots, stop the Alma in her tracks, and use the egg as a safety barricade against the Medusa's glare. The egg shell will revert to a full-grown Alma after just a few seconds! Don't stall! By mastering this technique, you will



be able to complete nearly any area on level five. You will soon see more practical uses for the enemy blocking enemy techniques as you progress higher into the caverns. On level 5-5 you must face three fearsome Medusas and one Alma... child's play to Lolo and Lala! This Alma is particularly nasty (perhaps it's because her big boss is nearby!!)



This part can get a little tricky. You must not only shoot the Alma, but before the Alma wakes up and tramples you, you have to move the Framer down to the middle Medusa!



Once safely on the grass patch below, maneuver the Alma so you can block the lower Medusa and reach the Hearts in the middle and finally escape.



Big Alma is out for revenge!! Keep her rolling up and down by avoiding her fast charge and then shooting her in the back. She's awfully strong, so be extremely patient and you'll defeat her.



In Level 6-3, you will have to use the Rockys more than once to block Medusas so you reach safety. An Enemy Hole appears on this level.



Avoid the Rocky to reach the left side of him. Now egg him and move him to the area shown above. Move quickly before the Rocky hatches and traps you!



Use Rocky again to take this Heart, egg him again and push him against the left wall. Standing in the spot shown, egg him once more and put him in the spot shown.



Timing is the key here. The Rocky you released will block the Medusas above. Then, blast away one of the trapped Rockys and he will reappear as shown!! That's it!



First, release the Rocky and

let him roam about. Get a Framer and block the two Medusas in the upper left corner. Now let Rocky chase you to the top, egg him and push him up to the wall to block the upper Medusa. Make a Bridge to gain access to the Heart Framer, then wait. When the Rocky hatches, egg him and push him to the left.

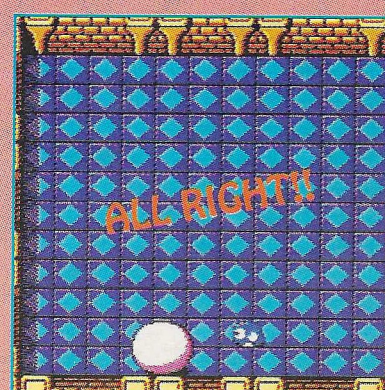
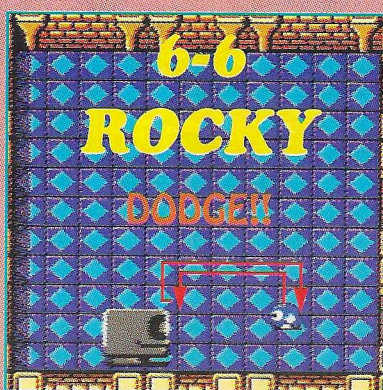
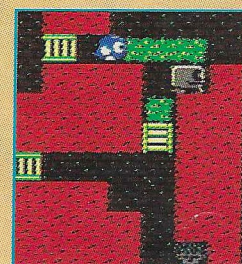


Put the egg in the pen, wait until it hatches, then egg him again. Now push the egg so it blocks the lower right Medusa from guarding the



last Heart. Get the Heart fast

before the Rocky breaks free, or you're wasted!! After you get the Heart, wait for the Rocky to bust out of the egg again. Egg him one last time and put him in his pen above. To get past the Medusa without being petrified, make the Rocky pause and act like a blocker so you can run past.



Defeating Big Rocky is amazingly similar to beating Big Alma. Rocky won't speed up unless he is in a direct line with you. You will, however, find it easier to control his movements from the bottom of the screen as shown, rather than the middle like Big Alma. Keep him racing back and forth at the bottom and he'll be egg'd in no time!!



Make the Leeper trap the Don Medusa in the corner by moving up at this spot.



Blast one of the trapped Leepers in the lower right corner and it will reappear next to the Medusa below. Yes, this is another Enemy Hole. Watch for more in other levels!!



Block the Medusa on the left wall with the Snakey, grab the Heart, then blast the egg. When the Snakey reappears, use him again to block the Medusa from guarding the chest.

then grab last heart come down (be careful)



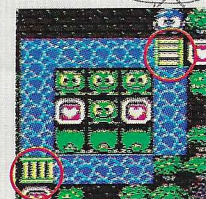
If you time it well, you can take a Heart, egg the Leeper, and push the egg here.



Grab the Heart Framers above and force the Leeper asleep on the grass where you put him. Now make a Bridge above the Framer so you can block the Don Medusa in.



Getting those last Heart Framers is difficult. The Leepers can easily fall asleep and trap you between them. Instead, egg one and make a Bridge to escape.



The circled areas show where the bridges should be placed to reach the Hearts.

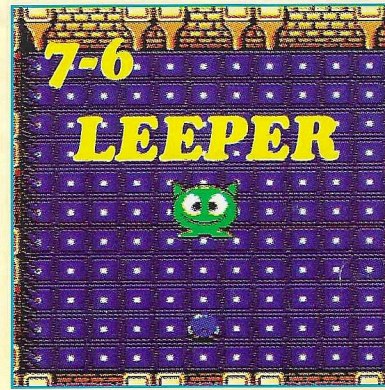


Two Enemy Holes here!! Blast an upper Leeper and a lower Leeper on the island to force them into their Holes. They appear next to the Medusas so you can travel freely.



Now use the Snakey to grab the Heart Framers on the middle island. The eggs dissolve fast, so get on the island, get the Hearts, then get off again. Repeat on the other side!

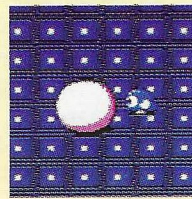
X Blast Leeper away to get heart



Even the Big Leeper likes to take a nap after chasing you around! Nail him fast!!



The Boss Leeper only moves in a spiral pattern, so follow him closely, shooting all of the way. Be careful when he reaches the outer walls so you don't lose track of his movements.



Eventually, you will wear the Boss Leeper down so you can turn him into an egg. Blow the egg away and move on the last level of the Overworld, Level 8 - the Mini Castle!!



Use the egg as a platform to walk across the water and get the Framer away.



Again, walk across the sinking egg to push the Framer up and away from the water. Use the Framer to block the upper left Medusa. You should have enough Framers to block it off.



To block the lower right Medusa, you will need to use Snakeys. One is already in the area, but you will need to cross the river to get the other. Use the Alma as a stepping stone.



Since the egg floats for a while, you can get off, grab the Heart, and get on again.



Again, ride the floating egg to reach the last Heart Framer shown in the picture to the left. All other Hearts are too dangerous to leave for last, so don't even try it!!



To reach the jewel chest, you must get off the floating egg at the lowest bank of the river, not by the One Way Arrow. Egg the Gol guarding the lower pathway and you are home free!!



The right half of the maze is easy to finish. Completing the left half is the tricky part.

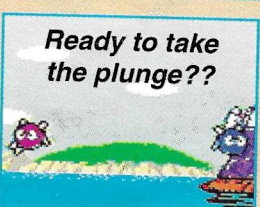
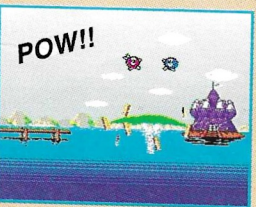
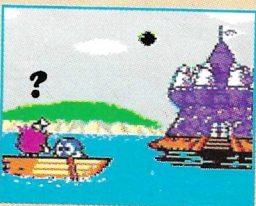
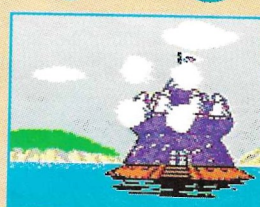
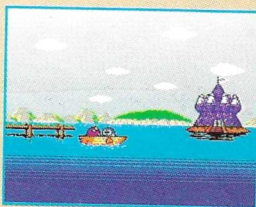
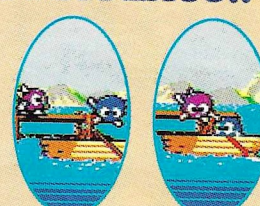
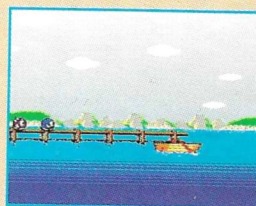


Using the Snakey to block the Medusa, take the bottom left Heart, shoot him away, and wait above the Snakey's original position. Use him again to take the bottom center Heart.



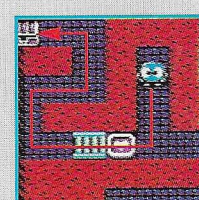
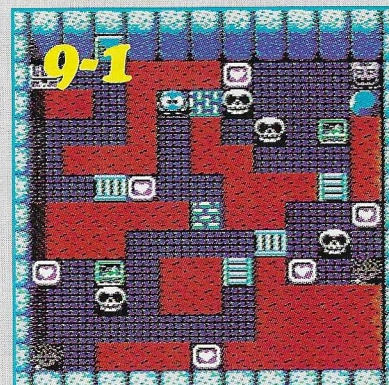
Now, egg the Snakey again, but push him up to block the Medusa in the upper left corner as shown. Finally, egg the Gol and push him out of your way to the jewel chest!

COOL CINEMA DISPLAYS!!

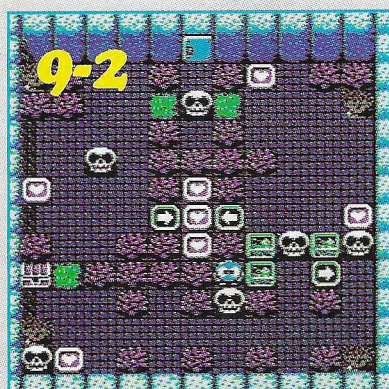


THE WATER WORLD

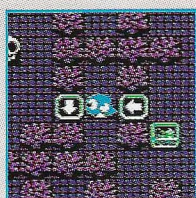
Take 1st heart east



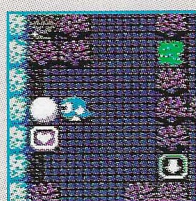
After blocking the lower left Medusa, block the right middle Medusa and the Don Medusa at the top. Watch your movements so that they don't line up with the Don Medusa!!



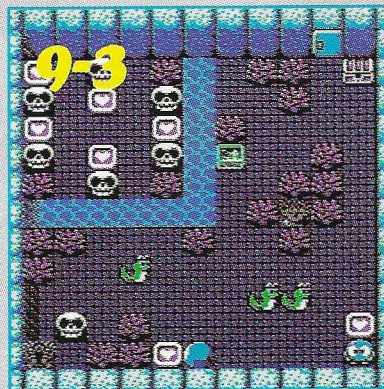
Once you put the left egg in front of the right, shove the right egg down and go.



This is the spot to use your One-Way Pass power up. Any other place would trap Lolo, and you'd be forced to start all over. Grab the Heart Framers before you leave this section.



Here is the final Heart Framer. Use the conveniently-placed Skull nearby to block the Medusa in the corner. Don't hesitate, because when the Skull breaks free, you're toast!



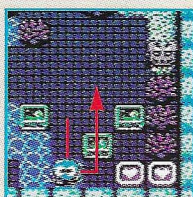
Egg the Snakey and place him here. You will need him here later. Next, get over the water.



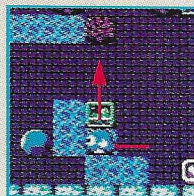
Once across the river, grab all the Heart Framers except this one. Egg the Skull below the last Heart, take the Heart, and push the Skull in the water fast!



Successfully avoiding the Skulls, you are now floating along the river. Get off the egg by pushing the Framer to block the Medusa. Get the chest when the Skull leaves.



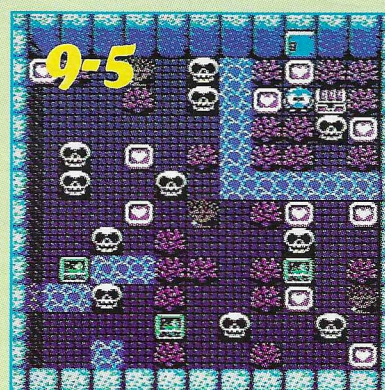
Here is the trick of the whole room. Use the Skull to reach the Framers!



Make the Skull into an egg again, and use it to reach the last Framer. Use the Framers to block in the Don Medusas. Placement is not too important, just make sure they can't move.



Finally, use the Skull at the top right to block the Don Medusa below. Now you can grab the last Heart Framers and escape. Leave the Heart next to the jewel chest for last.



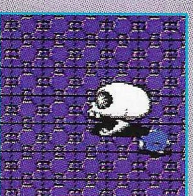
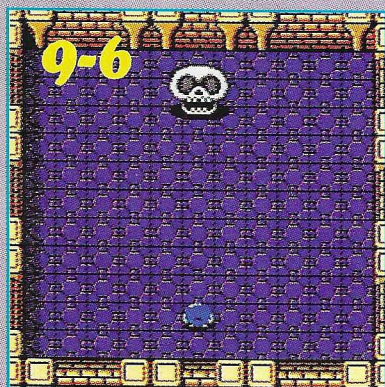
Here's a tricky move. Use the Skull to push the top Framer up and get back quick!



Once you have taken all the Heart Framers on the bottom, use the Skull again to cross the river. Push the Skull all the way to the top to take the Heart in the upper left.



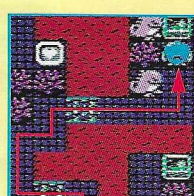
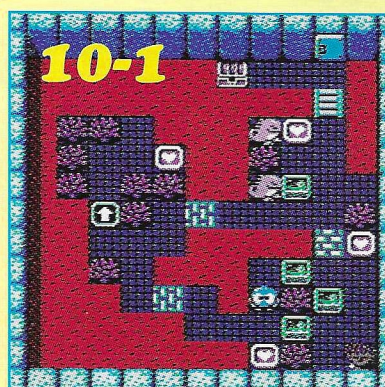
After you block the Medusa with Skulls and Framers, use this Skull to cross the river again. Once across, all you have to do is take the Jewel, and get ready for the Skulls' Big Boss!!



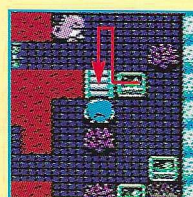
Sneak up behind the Boss Skull and shoot him to avoid being rammed.

BOSS SKULL!!

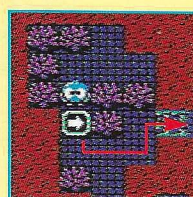
This boss is fast!! If you don't watch yourself, you'll end up squashed by this immense monster! His pattern never changes, however, so it generally is quite easy to avoid his path of destruction. Follow close behind the Boss Skull - not too closely - until you reach the top or bottom. Once there, the boss changes direction and could catch you off-guard! The back-and-forth pattern only goes left or right; it never changes to go up or down. The Boss Skull may look fearsome, but he's no match for Lolo or Lala!!



Move along the break tiles and push the Framer up next to the top Gol.

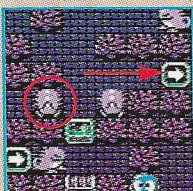
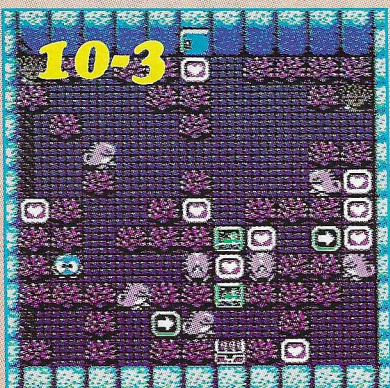


When you get the Bridge power, place a Framer on the break tiles to the right center, then put the Bridge next to it as shown. Now quickly push the Framer up to the Gol and get back fast!



The last Heart Framer will give you the One-Way Pass power. Use it to change the direction of the one-way arrow and leave by walking over the remaining break tiles.

10-3



Blast away the Gol near the Framers to open up the pathway to the Hearts.

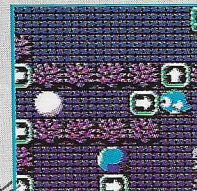
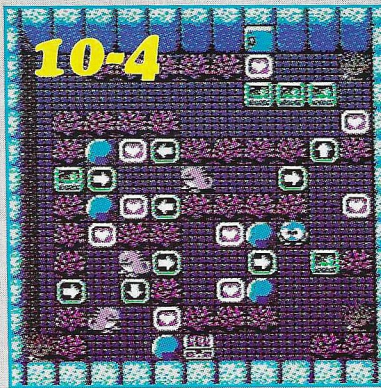


Shoot the upper left Gol, take the far left Heart, shoot him out, and wait there one space from the wall. When he reappears, you can egg it and use it block the Medusa to the upper right.



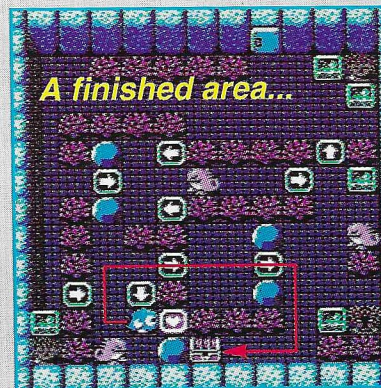
Don't forget to use a Framer to block the Medusa in the upper left. The Heart Framer that it is guarding should be the last one that you pick up. Otherwise, the Gols will fry you!!

10-4



The main trick to Level 10-4 is to get the Emerald Framer on the far left through the one way path blocked by a Gol. Shoot away the Gol, then quickly run to the other side, grabbing all accessible Heart Framers along the way. You must now push the Framer through before the Gol reappears. Push the Framer all the way to the wall.

A finished area...

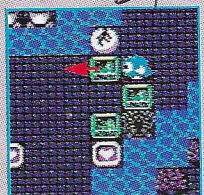


put Gol to there then go around again to block gap and take 2 hearts at bottom

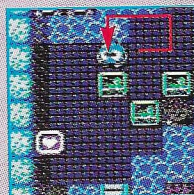
10-5



Gather Hearts immediately, and use the Bridge to shrink the gap between you and the mainland. Use an egg to get across, then place the other Bridge in the spot shown.



To get Framers down to the lower left Medusa, use a Gol to 'walk on water' and push the Framers down to the corner. Expert timing is required to complete this section!!



Put the last Framer on the Bridge you built earlier. Now you can cross the river and get the last Heart Framers without worry. Place the last Bridge here to pave your way.

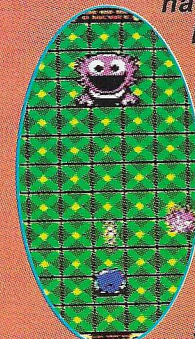


10-6



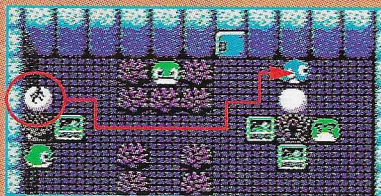
BOSS GOL!!

The huge Gol Monster might have fiery breath, but he's no match for your firepower!! An expert can rapid-fire this boss in no time at all! You can shoot his flames if they get too close.

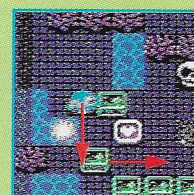
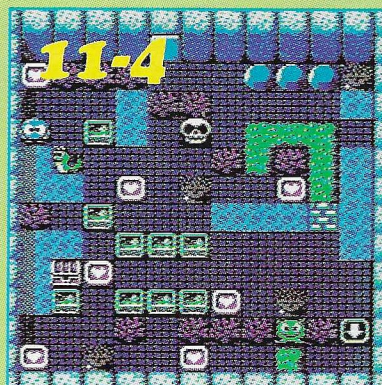
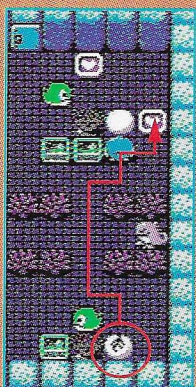




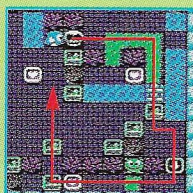
The Mobies act just like high-powered vacuum cleaners. They are hard to avoid.



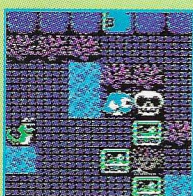
To reach the Heart Framers in the upper right corner, you will need to disable two Mobies as shown. Otherwise you take the risk of being pulled into a trap. Egg the far Mobies, then grab the Heart Framers before they hatch. Timing is the key to success on this level. Move fast, Lolo!



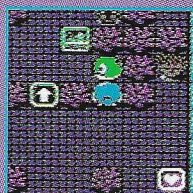
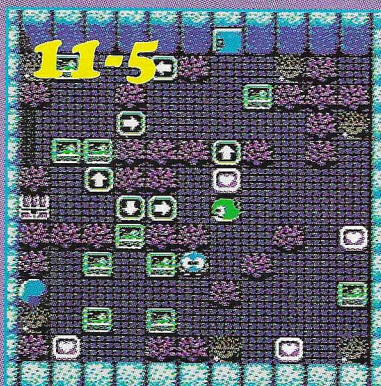
Crossing on Snakey, push the bottom Framer right, then the top one down and right.



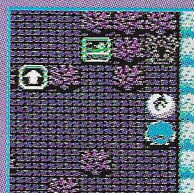
Once the board is set up as shown, egg the Skull, push it to the right wall, go to the bottom right corner and shoot the egg away. Then go up through the center opening at the bottom.



The last Heart Framer is easy to reach. First, go up to the Skull and egg it. Next, push the egg to the opening just to the right. Now block the Medusa, grab the Heart and make a break for it!!



The number one priority on this level is to get the Moby out of the way! Egg him and block the two Medusas in the upper right corner. Now, you must concentrate on moving the Framers through the center one way tiles so that you may use them practically.

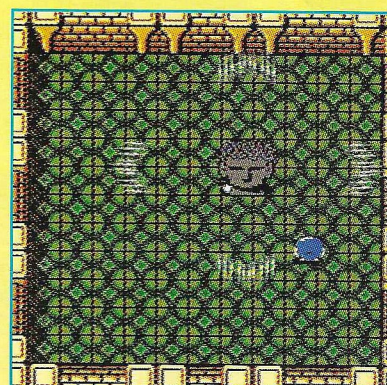


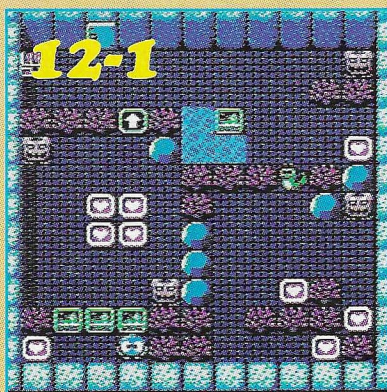
Once you have retrieved all of the Heart Framers, your work still is not finished. Blast away the Moby and wait. When he reappears, egg him and put him underneath the Medusa against the wall. Place an Emerald Framer is the spot where the Moby used to be.



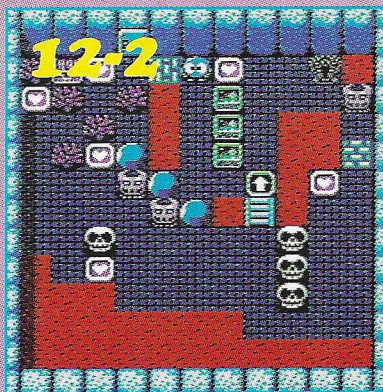
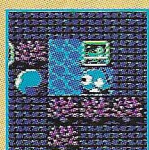
BOSS MEDUSA

Boss Medusa doesn't move, it teleports! It shoots stone gazes in a very systematic pattern. The Boss Medusa is very strong and can take many hits before exploding! Just stay on a diagonal line from the Boss Medusa and you will never be hit. You will only need to avoid being squashed when it teleports. Look for an opening and fire away!!

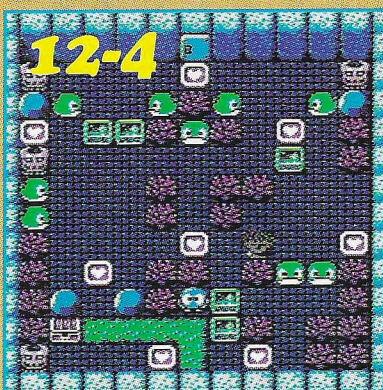




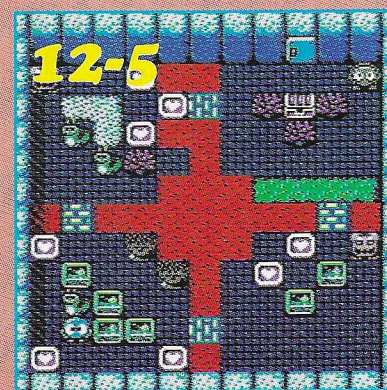
Here's the trick: First, make your way to the right side. Egg the Snakey and block the Don Medusa. Grab the Hearts and blast the egg. Finally, use the Snakey to walk on water and free the Framer to block the Don Medusa by the jewel chest.



Use the Skull to block the upper left Don Medusa twice. Trap him to the right to take the Heart on the left wall, let him out again, then trap him against the left wall to finish the room.



The only real difficulty in the room is this: Egg the Moby next to the Don Medusa, then blast it away. When you've done this, push the Framer to the left, trapping the Don Medusa.

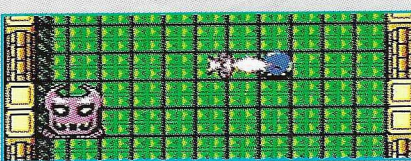


First, block the Medusas in the first area. Next, go up to the top and block the Medusa and Don Medusa there. Make sure you do not take the Heart Framer at the top of the screen. It should be saved for last.



Reaching the Heart Framers is simple until you need to grab the very last one. The trick is not

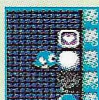
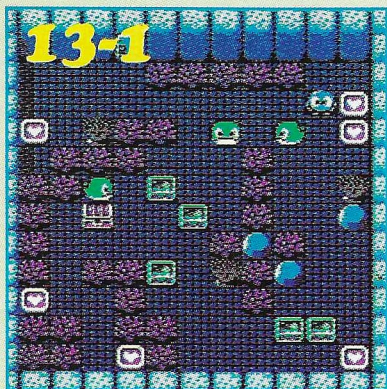
very neat or precise, but it gets the job done, even if you have to try a couple of times to get it right. The idea is that you need to block the Medusa that guards the last Heart Framer. You will need to use the Alma roaming in the upper right quadrant. You should have a Bridge at your disposal, so place it as shown in the above photo. Go back to the grass patch, and wait. Time it right, and the Alma will be trapped on the lone space when the Bridge collapses. Then go ahead and take the last Heart Framer, get the Jewel, and leave the area.



BOSS DON MEDUSA

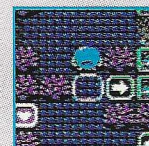
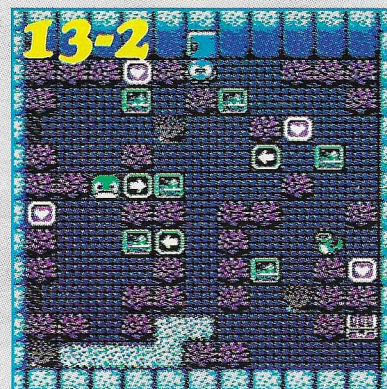
Don is a dope. All he does is move in circles and fire in four directions, only in the center!

13-1



This room is very simple until near the end. Don't forget to use the Moby to block the upper right Medusa before you do this trick. First, shoot away the Moby above the chest. Then, put a Framer in the Moby's place. The Moby will reappear next to the Medusa above. A Hole!!

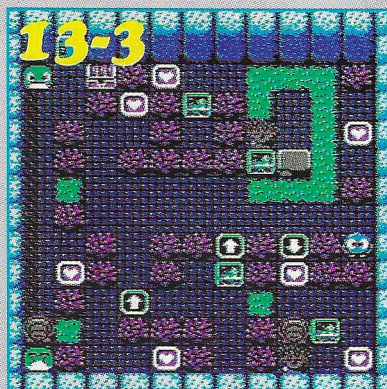
13-2



The only tricky part of this level is using the Moby twice. Use him to block the Medusa in the top center, then use him to block the lower left Medusa. The last picture is a finished board layout.



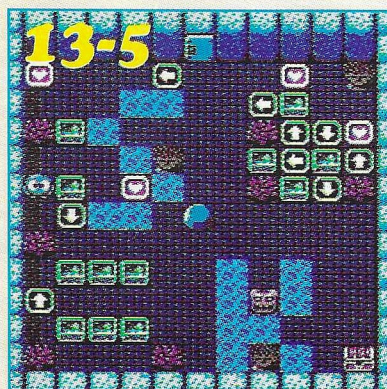
13-3



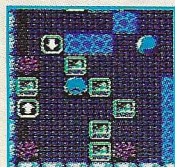
Use the Rocky for a blocker against the Medusa. He'll pause if you walk up to him, and you can egg him and use him again.



13-5



Here is the configuration of the Framers at the beginning of the level. You need to use them to block the Medusas in the area. After you grab the last Heart, you need to use a Bridge here to block the Don Medusa guarding the pathway.



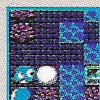
This level uses the walk on water technique frequently. Use an egg to get the Framers free to be used as blockers elsewhere. Also use an egg to take the Heart Framer stranded on the island!



13-7



The first thing to do is cross the river with an egg to get the Heart.



To get the Heart Framer between the Don Medusas, first place a Framer above the Heart. Next, use an egg to put the other Framer below it. Finally, a Bridge placed between them will give you access to the Heart Framer.

13-8



13-9



Double Hole! The timing is critical here. First, shoot away the Snakey. Wait 3 seconds, then cover his spot with a Gol egg. The Snakey should reappear before the Gol hatches, so shoot the egg away. The Snakey

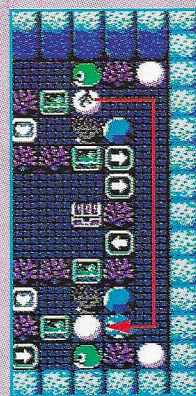
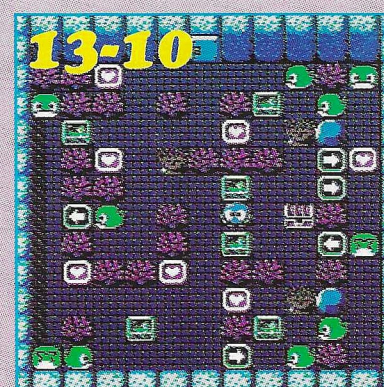


will be below the Medusa on the

upper right. Now, before the Gol returns, place an egg on his former location. The Gol will reappear below the upper left Medusa. Finally, use an egg to float to the chest. Push it through the one way tile only.



13-10



The solution to this puzzle is merely knowing when to egg a Moby. Otherwise, it is very simple. The picture to the right depicts how to reach the lower Hearts. Use the One-

Way Pass twice as shown. Egg the Moby guarding the last Heart.

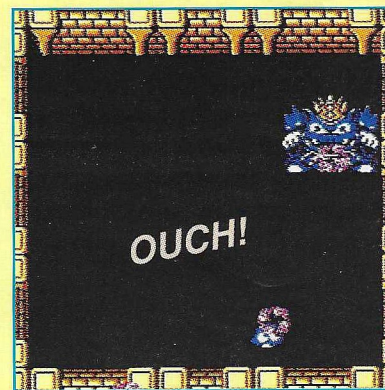


13-11



BIG BOSS KING EGGERLAND

This dude's got an attitude!! Avoiding his shots will do no good, because the area is rigged to force you to lose. Unfair? Yes, but necessary to get to the remaining levels. King Eggerland will capture you, and you must use your remaining hero (Lolo or Lala) to complete the game's last levels.



THE UNDERWORLD





14-1



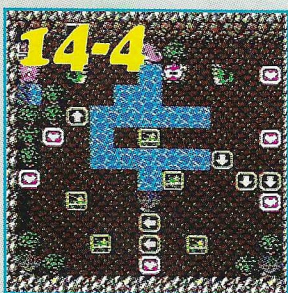
After placing the Bridge, push a Framer through.



Egg the Lopper, and block the Don Medusa with the egg. Now grab the Heart Framer and wait. When the Lopper hatches he will be frozen to the spot! You should leave the Heart Framer above the Don Medusa for last. You'll need to egg the Alma and block the Don Medusa to reach it.



Place a Bridge, egg the Skull on the right, block the Medusa below, and grab the Hearts before the Bridge collapses.



14-4



1st USE



2nd USE

Use the Snakey at the top more than once by shooting the egg before it hatches. The Snakey should be blocking the Medusa at the bottom wall when all the Hearts have been collected.



You will need to egg the Snakey in the upper left and use the egg to block the Medusa in the lower left, but a One Way Arrow is in your way! Never fear, use your One-Way Pass here and gather your last Heart. Egg the Gol before you get the chest.



14-2



Egg the top Snakey and use it to cross the river to pick up the top Hearts. Wait on the grass for Snakey to come back, then use Alma to return. Now quickly move Snakey to block the top of Medusa, push the Framer a space to the left, catch the egg again, and push the Framer down to block Medusa. Cross the bridge, take the top three Hearts, then egg the bottom Skull. Take the last Heart and keep going!!



14-3



First, grab all but the pictured Heart, then use the Snakey to cross the water and go out. Push the Framers on each side to the Hearts near them. Now go to the right side and enter the lower right quadrant. Grab the Hearts there. You will need to use the Snakeys to cross the water and reach the remaining Hearts. Push one Snakey up, climb on the egg, and push the other Snakey to the side and up to the Framer. Repeat on the other side. Finally, use a Snakey to float to the middle Framer and block the Medusas.



14-5



This level may look difficult, but it's really easy. You just need to know where the Enemy Hole is and where to launch the floating eggs. First cross the gap at the bottom and get the Hearts. Next, activate the Hole. Now use an egg to reach the last Hearts. Launch the egg as shown and place a Bridge across the upper gap to escape.



Wait for a little while and you will fall asleep until you move!!



After grabbing a Heart, shoot away the Snakey and wait on the other side of it. Push the Framer below the Medusa and grab the Heart. When it reappears, egg the Snakey again, and push it down so you can cross the river below and reach the Hearts there. To get the last Heart, use a Gol and push the Framer in front of the Medusa as shown. You're all set!



The first thing you want to do is make the Leeper sleep in the bottom left corner of the pen area.



Here's another Enemy Hole! Blow away the Snakey, and egg the Alma. Push the egg the spot of the Snakey, and he'll reappear above the Medusa. Convenient, wouldn't you say?

Next, just grab the last Heart Framers and get the Ladder power up. Once you have a Ladder, use as shown to the right. You may now go to the jewel chest without worrying about being burned to a crisp.



only grab two Hearts and leave again. Now come up below the

This is another simple level if you aren't impatient. First, enter the upper right quadrant and push the Snakey below the Medusa and leave immediately or you'll be trapped. For the lower left quadrant,

Snakeys in the lower left and push one up and cross the river, grabbing the Hearts on the way. Now use the Framers to block in the Medusa at the top. You should now be able to reach the last Hearts and exit.



move out of the way of the Medusa's stone gaze or you're history!

After using the Snakey twice to get the Heart Framers at the bottom, push it up to block the Medusa at the top. Before the egg hatches, grab the Heart Framer there and shove the egg into the water. You must

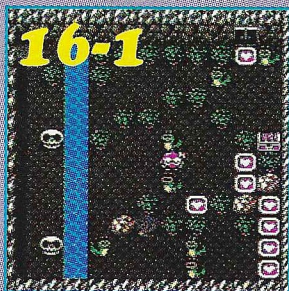
After those acrobatics, use the Snakey two more times to push the Almas to the walls, blocking the Medusas guarding the jewel chest. To reach the mainland use the left Alma. Use the right one to block first.



The trick of this level is setting up the Enemy Hole shown above. This requires pushing the right Snakey into the water, waiting three seconds, then pushing the left Snakey onto the spot where the right Snakey was.

Once the Snakey reappears, push the egg into the water. Other key points are above. When taking the upper left Heart, push the Snakey in the water and wait on the Heart. When the Snakey appears, block the Medusa.

16-1



Whew! Almost there. This is the last castle before the final level! In this room, your first move is to block off the Medusa near the rocks.



After that, take a ride on an egg up the river. Egg the Skull and push it to the wall and return.

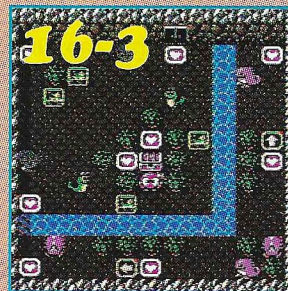


This egg needs to go into the gap between the trees to take the far right Hearts.



Here's another Hole! Can you figure it out??

16-3



Use the Snakey to cross the river.



Again, use the other Snakey to cross the river and snatch the Heart Framers.

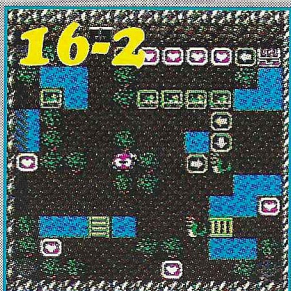


Blast the Snakey before it hatches to use it again. Push it straight up when it reappears.



This is not the correct way to finish the board. If you take the Heart, you'll be fried! The location of the correct Heart to leave for last is shown by the circle. There is more than one way to finish certain levels, but not this one!

16-2



This level is a nightmare, even for the best players! Your timing must be perfect to complete it or you won't be able to get the last Heart.

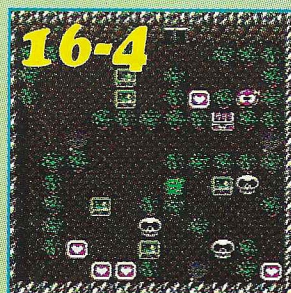


Okay, here we go! Once you get to this point, you have to shoot the egg below, use the Framer to block the Medusa in the corner, use the other Snakey to get the Heart there, run back and get the other Snakey, push it up to the one way arrow, and get below the reappearing Snakey! Now push the Snakey into the water and push the first egg down one space. Now you can move it to the upper left corner and block the Medusa with the Framer.



WHEW!!

16-4



Enemy Hole time! Shoot out the Skull and put a Framer in its place. The Skull will reappear next to the Medusa just below you.



Once again, your timing is put to the test. Shoot out the Skull just below the Medusa, and put the Framer by the chest pathway. When the Skull returns, use it to block the Medusa above it. Immediately use the Skull below you to block the other Medusa and grab the Heart. Now, make a break for it!! You should beat the Skulls to the jewel chest.



16-5

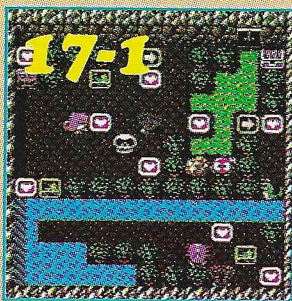


To trap the Don Medusa, use the Skull to move the Gol up and push the Framer to the right and straight down on top of it.

Now, you can use the other Framer to block the left side of the Don Medusa and grab the Heart. Next, use a Gol to block the upper Medusa. Now use the Skull to gain access to the area with Hearts and Snakeys



After getting the last Heart, you need to egg the Skull moving at the top, then use a Snakey to cross the river and grab the jewel chest before the Skull hatches from the egg.



17-1



Move fast! Hop off the egg to get the Heart, then catch up to push the Framer up.



Use the Skull to block the left side of the



returns, use it to block the bottom of the Med-

usa. Use the Gol to block the Don Medusa to the upper portion of the screen. Grab the Heart, then blast the egg. Now use the Framer to trap the Don Medusa in the gap below. Once the Gol

returns, use it to block the top of the Medusa. Grab the Heart below the One Way Arrow and use the Framer on the left to block the Medusa again.



17-3



Place a Bridge here and put a Framer on top

of it to block the left side of the Medusa. Then move up the left side of the area.



Now place a Bridge here and move the Framer onto the island square to block the Medusa's top. Then go off to the right via the top path.



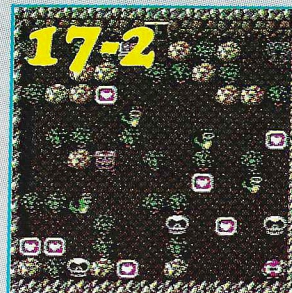
The eggs float here, so use them to reach the Snakeys and Heart Framers across the river and return to the mainland.



Use the floating eggs to move Framers away from the water. This Framer must go straight down to block the Medusa below.



Use the island Snakey again to return to the mainland and grab the jewel chest. Go around the left pathway to insure your safety.



17-2



One catch here: it's another Hole! Put the Snakey in the evil Skull's place early on.



THE FINAL CASTLE!



17-5



To finish this level, you need to place the Framers in the configuration shown above, then use eggs to push them down for blocking.



Okay, time to start pushing! Use the Snakey below for your egg, then grab the Hearts as they become accessible.



After pushing the first Framer up, use an egg to reach the Hearts on the right side. Then repeat on the left side. Almost there!



Now, here's the easy part. Block the Medusa with one Snakey, grab the last Heart, and use the other Snakey to get to the chest.



This level is relatively easy. The only trick to remember is to shoot away the Snakey

blocking the Medusa on the left side. Now egg the Snakey again and push it in front of the left-most Medusa. This will protect you when you go to grab the jewel chest.



Use the right Snakey to block the Medusa, then shoot it away.



Now, before the Snakey reappears, place a Framer on its spot, and an Enemy Hole will appear next to the left Medusa, just below the rocks. This will be handy for later movements.



Another Enemy Hole will appear when you blast the other Snakey and cover its spot with the other Framer. This one appears near the upper Medusas.



Next, grab all the Hearts that are accessible, and you should have gotten the Hammer power up. Use the Hammer on the rock above the Snakey shown here. The rock will disappear!



OK! Getting there. Now that the way is open for you, egg the Snakey and blast the egg. Then, grab the Framer just above and to your left and place it where the Snakey was.



That's right! Another Enemy Hole!! The Snakey should appear next to the Medusas in the upper right corner. Now you can go get the jewel chest and finish the level.



Use the Gol to get across the river and grab the Heart. The Snakey will help you back.



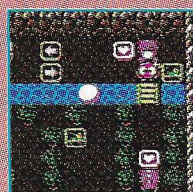
Ride the rapids to get to this area! Push the Framer up, egg the Snakey, push it up one space, and grab the Heart. Now, before it hatches, cross the river above you.



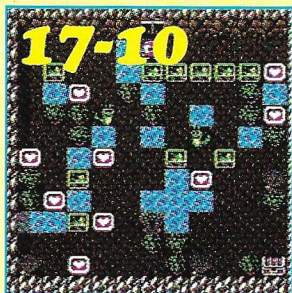
Work your way to the left, use the Gol to get the Heart in the corner, then blast the egg. Now, wait on the left until the Gol reappears and go back down to the bottom.



Next, get the lower left Heart by blocking the Medusa with the Framer. The Gol will return to the bottom by this time so you can travel back to the top.



Finally! Just make a Ladder and go down to get the Heart Framer. Be sure to leave the Heart against the top wall for last. This way, you can reach the jewel chest and escape unscathed by fiery Gol breath!



STEP 1: Push a Framer to the water gap and use an egg to move it down.



STEP 2: Line up the Framers like so and egg the Snakey when it reappears.

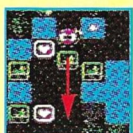


STEP 3: Use the egg to push the middle Framer down two spaces. Next, push the left Framer down two spaces and left one space.

STEP 4: Now get a Framer from the upper right and push it all the way down to block the Medusa at the bottom.



STEP 5: Use the Snakey to take the Heart Framer in the upper right corner.



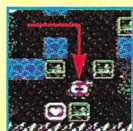
STEP 6: Push a Framer through the gap and use an egg to push it down.



STEP 7: Use an egg to push the Snakey up. Use it to nudge the right Framer over.



STEP 8: Now, quick!! Get back across the water and waddle through the top path.



STEP 9: Nudge this Framer over and push it down before the Snakey reappears.



STEP 10: Get the Snakey and push it to the water's edge, right below its buddy.



STEP 11: Push the Snakey down and to the left. Then use it to push the Framer out.



STEP 12: Get another egg and place it here. Use it to move the Framer down.



STEP 13: Push this Framer down to where the Snakey used to be. Hmmm...



STEP 14: Yeah! Another sneaky Enemy Hole! Luckily, it's the last.

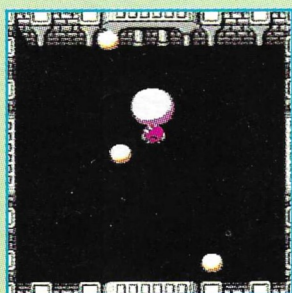


Here is a picture of level 17-10 finished for reference. Make a note of where the Framers ended up so you don't get lost along the way. This is sight few players ever get to see, let alone complete! Now, before you pat yourself on the back, you must still defeat the evil King Eggerland in his lair...



YOU MADE IT!!

This is IT!!! The final confrontation with the evil King Eggerland. The flames are shootable, so shoot the fire and blast King Eggerland when the opportunity presents itself.

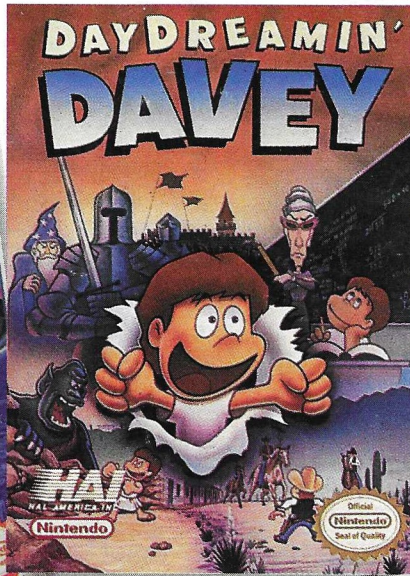


WAY TO GO!!
NOW GET READY
TO WATCH THE
HAPPY ENDING!

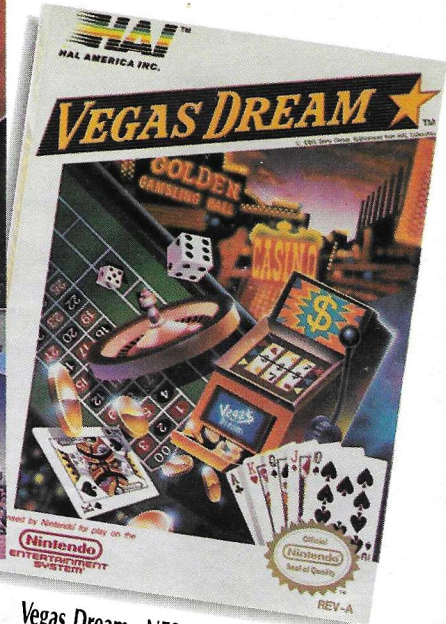
PLAYER'S CHOICE



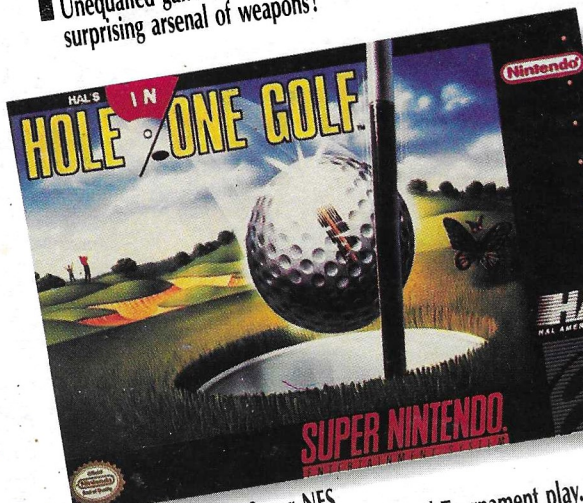
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